Randall Portoni - rportoni@yahoo.com

GROUCHER

A NEW PLAYABLE RACE FOR YOUR FANTASY TABLETOP ROLE-PLAYING GAMES

INCLUDES RULES FOR 5E AND PATHFINDER

Randall Portoni - rportoni@yahoo.com

Publisher and Art Director
Sam Bartlett

Business Manager
Kay Bartlett

Managing Editor
Beth Davies

Administrative Support
Pasha Akinrinwa

Groucher illustrations by Sketchgoblin.

Roll & Play Press would like to thank all of the 949 Kickstarter backers that made this project a reality and Toby Mann and Richard Gwatkin for proofreading and editorial assistance.

Playable Race: Groucher was first published in the UK in 2021 by Roll & Play Press.

Copyright © 2021 Roll & Play Ltd. All rights reserved. No parts of this publication may be reproduced, stored in, or introduced into a retrieval system or transmitted in any form by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written permission from the copyright owner.

Roll & Play, Roll & Play Press and their respective logos are copyrights of Roll & Play Ltd.

www.rollandplaypress.com

GROUCHER

Dwelling high in the mountains, grouchers are a traditionally reclusive, largely misunderstood community. Maligned by many as mean-tempered spoilsports, few outsiders have knowledge of the grouchers' true way of life. Although their name has no negative connotations in their own culture, the fact that elsewhere it is synonymous with unhappiness does not help the grouchers' reputation.

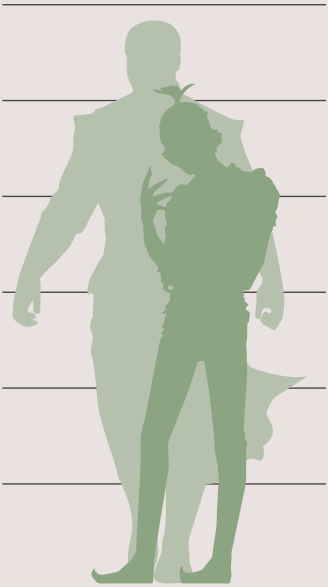
Adapted for the Elements

A groucher's most striking physical feature is the double-layered fur that covers their entire body. Long green hairs form the outer layer, while a dense underlayer of transparent, hollow hairs provides insulation next to the groucher's skin. If a groucher travels into warm climates, this underlayer will sometimes start to shed, leaving them looking somewhat bedraggled. They don't require clothing for warmth, but often wear utility jackets lined with pockets.

Grouchers stand between 4 feet to 5 feet tall, and can weigh anywhere from 80 to 120 pounds. They typically build up their fat reserves during the coldest months to maintain their energy levels and counter potential food scarcity. Grouchers have long slender limbs with dexterous fingers and toes, which provide the fierce grip needed to clamber up steep rocky inclines.

Function Over Fun

Grouchers have an advanced technological culture, honed over many generations of sustaining life in harsh environments. Some grouchers specialise in navigation and laying traps, others in the creation of tools and weapons.



Scarce resources also mean grouchers typically value efficiency, sustainability and reject waste of any form. This efficiency is evident in their direct way of speaking, which can seem rude to outsiders. It is also where claims grouchers dislike festivities originate from. In fact, it is more accurate to say that grouchers do not generally have a history of celebrating or gift giving, as these activities are seen as a waste of resources. When a groucher encounters another society's celebrations, they can react in a variety of ways, ranging from curiosity, derision, jealousy or confusion.

Randall Portoni - rportoni@yahoo.com

Life at Altitude

Groucher communities often reside in inhospitable mountaintop villages. Their incredibly engineered dwellings cling to the mountainside and feature sharply angled turrets and towers that seem to defy the rules of physics. Reinforced rope bridges connect snow-capped peaks and sway violently in the bitterly cold winds. Traps encircle the settlements to protect the grouchers against any hungry predators who might stray too close.

Some grouchers will spend periods of time further down the mountains, typically those who specialise in farming. Pickled vegetables are transported up the mountain and form most of the groucher diet over the winter months. It is extremely rare for a groucher to venture any further from their mountain.

Outside studies have failed to get an accurate estimation of how large the groucher population is. Some accounts claim groups of green-scaled grouchers live amongst sweltering desert dunes, while communities with webbed feet can supposedly be found in deep caves that are only accessible underwater. As with most outside reports of grouchers, little of this information can be trusted.

'I spent two weeks camped outside the high, barbed fence. The gate only opened when a severe blizzard hit and I was yanked in with a single word... "fool". I assume this was an invitation, as I was then led to a groucher home. It was sparse, with no effort wasted on decoration or comfort. The bookshelf held only instruction manuals and maps. My host, Spiky Sal, did not seem to understand the concept of leisure and spent any spare time sharpening blades. This was the first thing I learned about my host, but it would not be the most surprising.'

– Introduction to *Disputing the Myths: My Happy Year as a Groucher,* by Professor G. Niell

Naming Conventions

Groucher names are typically short and inherited from an older relative. The existing pool of names is generally seen as fit for purpose and inventing something unique is considered an unnecessary luxury. This means multiple siblings, colleagues and neighbours often share the same name. In these cases, a descriptor is added to distinguish between individuals. These descriptive names are not permanent and can change three to four times over a groucher's lifetime, for example Young Mik may later become known as Quick Mik, Strong Mik or Old Mik.

Groucher Names: Aarn, Art, Byl, Cal, Cip, Dee, Dun, Edd, Fyll, Greg, Grin, Hans, Jen, Jev, Jim, Mag, Mik, Nic, Rey, Sal, Syd, Su, Trev, Ub, Vyn, Wan, Wez, Zik.

Randall Portoni - rportoni@yahoo.com

5E TRAITS AND RULES

Your groucher character is efficient, and has adapted well to the harsh environment they grew up in.

Ability Score Increase
Your Constitution score increases by 2 and your Intelligence or Dexterity score increases by 1.

Age
Grouchers are considered adults after their 10th birthday and, if they can survive in their dangerous surroundings, can live to around 75 years of age.

Alignment
The personality of a groucher is forged in the bleak and wild conditions that they call home, and the harsh realities each one of them must face on a daily basis. Because of this, grouchers often lean towards neutral alignments.

Size
The furry and somewhat hunched form of a groucher stands between 4 feet and 5 feet tall. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision:
Living in dark mountain caves has allowed your eyes to adapt to both light and dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

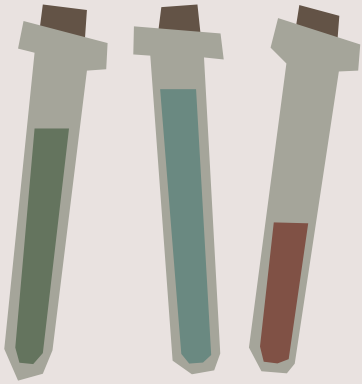
Mountain Born:
Your green, double-layered fur offers great defence against biting winds and snow flurries. You have resistance to cold damage, and are acclimatised to high altitude, including elevations above 20,000 feet.

Tool Proficiency:
You gain proficiency with the artisan's tools of your choice: smith's tools, tinker's tools or mason's tools.

Keen Survivalist:
Growing up in a harsh environment has given you a well-rounded insight into the natural world. You gain proficiency with one of the following skills of your choice: Survival or Nature.

Trap Familiarity:
Due to your experience with traps, you know the sound of a trigger all too well. You have advantage on Investigation checks made to find traps, and advantage on saving throws made to avoid or resist them.

Languages:
You can speak, read and write Common and one other language of your choice.



Trap and spell components can often be found on a groucher's easy-to-access utility belt.

PATHFINDER ANCESTRY

If you want to play a resourceful character who is adaptable and durable, you should play a groucher.

Hit Points: 8

Size: Medium

Speed: 30 feet

Ability Boosts: Constitution
Intelligence
Free

Ability Flaw: Strength

Languages: Common, Aklo. Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Draconic, Dwarven, Elven, Gnomish, Goblin, Halfling, Infernal, Orcish and any other languages to which you have access (such as the languages prevalent in your region).

Traits: Groucher, Humanoid.

Low-Light Vision: You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Keen Crafter: No matter the conditions or circumstances, you can always make something useful out of what you have around you. You can forgo rolling a skill check for a Crafting skill to instead receive a result of 8+ your proficiency bonus (do not apply any other bonuses, penalties or modifiers).

Groucher Heritages

WARDEN GROUCHER

You spent years patrolling the frozen wilds with your comrades; you built sturdy walls, set traps and fought off dangerous beasts. Your fur is thicker than most, granting you resistance to cold equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (for example, incredible cold becomes extreme, extreme cold becomes severe, and so on).

NAVIGATOR GROUCHER

Your scouting party were excellent at avoiding deep snow, identifying black or cracked ice and keeping noise at a minimum to avoid unnecessary avalanches. You ignore difficult terrain from snow and ice.

AGRICULTURAL GROUCHER

The resources available to you in the frigid wastes were scarce, meaning you often made do with what you could find. You had to pick up the skills you needed to survive, no matter how difficult to learn or situational they might have been at the time. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

Ancestry Feats

1ST LEVEL

RESOURCEFUL DISPOSITION
You gain a +1 circumstance bonus to Subsist checks, and you can use Society or Survival when you Subsist in a settlement. You don't see the difference between waste and useful materials, and are shocked by the apathetic attitudes that other cultures have to refuse.

When you Subsist in a city, you also gather valuable junk that for some reason had been thrown away. You can Earn Income using Society or Survival in the same time as you Subsist, without spending any additional days of downtime. You also gain a +1 circumstance bonus to this check.

Special: If you have the Agricultural Groucher heritage, increase the bonuses to +2.

Randall Portoni - rportoni@yahoo.com

GROUCHER LORE
You've picked up skills and tales from your small groucher community. You gain the trained proficiency rank in Crafting and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Groucher Lore.

ADAPTABLE AND INTUITIVE
Your versatility manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but if you select this feat during character creation, you can select the feat later in the process in order to determine which prerequisites you meet.

Special: You can select this feat multiple times, choosing a different feat each time.

MASTER OF THE MOUNTAIN
Prerequisites: trained in Athletics.
Fleeing from predators in the mountains has taught you the unique ability of fighting as you climb, only needing your feet and a single hand to scale cliff faces. You're not flat-footed while Climbing and can Climb with a hand occupied.

GROUCHER WEAPON FAMILIARITY
The tools you used to dig caves, make traps and chop through thickets also double-up as handy weapons. You are trained with the pickaxe, spiked chain and handaxe.

5TH LEVEL

HURRIED CLAMBER
When Climbing, you move 5 more feet on a success and 10 more feet on a critical success, to a maximum of your Speed.

If you're legendary in Athletics, you gain a climb Speed equal to your regular Speed.

GROUCHER WEAPON ADEPT
Prerequisites: Groucher Weapon Familiarity.
Your tools have become an extension of yourself and, when it comes to combat, nothing else will do. Whenever you critically succeed at an attack roll using a pickaxe, spiked chain or handaxe, you apply the weapon's critical specialization effect.

9TH LEVEL

INNOVATIVE DISPOSITION ❖
Prerequisites: Resourceful Disposition.
Frequency: once per day.
Trigger: You attempt a check using a skill you are untrained in.
Your adaptability knows no bounds. You're positive that, if you were given the time, you could work out how most things work despite your inexperience. Gain a +4 circumstance bonus to the triggering skill check.

EFFICIENT EMOTIONS
Groucher society holds no regard for the politeness and decorum that other cultures pride themselves on, as they do not see it as an efficient use of energy. You are easily able to ward off attempts to play on your fears and emotions. When you roll a success on a saving throw against an emotion effect, you get a critical success instead. When you roll a critical failure on a saving throw against an emotion effect, you get a failure instead.

13TH LEVEL

GROUCHER WEAPON EXPERTISE
Prerequisites: Groucher Weapon Familiarity.
Your time in the wilderness fighting off beasts and monsters with nothing but the tools on your back has given you great insight into the weapons your culture holds dear. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for pickaxes, spiked chains and handaxes.

SURVIVAL OF THE FITTEST
Prerequisites: Adaptable and Intuitive, legendary in Survival.
Because of your thick, durable fur and unbreakable determination, there is nothing that scares you about the wilderness. You can survive indefinitely without food or water and can endure severe, extreme, and incredible cold and heat without taking damage from doing so.

Randall Portoni - rportoni@yahoo.com

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

Playable Race: Groucher, Copyright © 2021, Roll & Play Ltd, Author: Sam Bartlett & Beth Davies, Designer: Sam Bartlett.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

ROLL & PLAY PRESS
www.rollandplaypress.com